BOXING

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No. 1819-0920

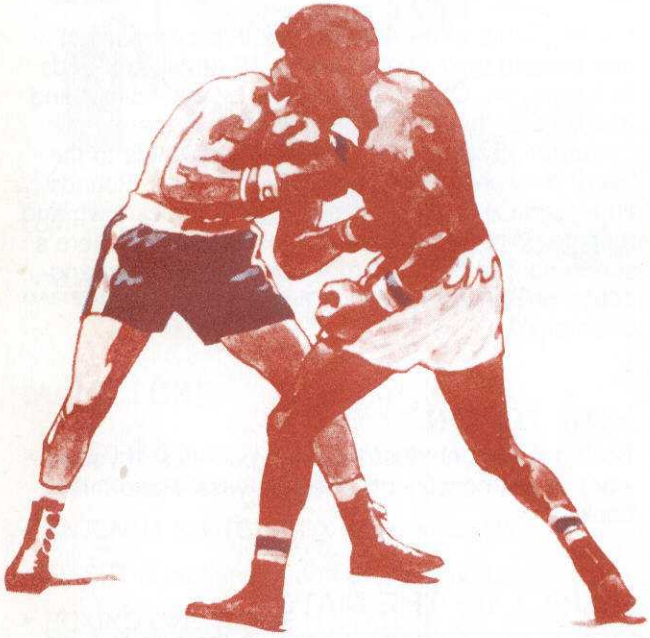
MATTEL ELECTRONICS

INTELLIVISION™ Intelligent Television

CARTRIDGE INSTRUCTIONS

(For 2 players)

BOXING



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BOXING

It's the Battle of the Century! Both players select and go with their contender for 15 gruelling rounds to a decision. Or one boxer wins by a knockout and this fight is "history"! The computer is the "referee". Body punches, feints, hard shots to the head! You can even "pull" your punches. Rounds, time remaining, seconds count for a knockdown and running point totals automatically displayed! Here's supercharged excitement — the ring strategy and action of Big Time Boxing! Will your fighter be Champion?

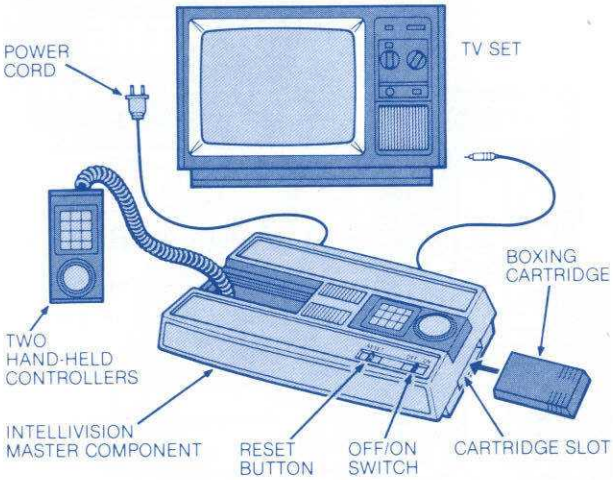
HOW TO WIN

Boxing is skill, not just throwing punches. If you want to win consistently, be ring wise. Read this booklet!

OBJECT OF THE MATCH

Outpoint your opponent's boxer in the ring and win the fight by decision in fifteen rounds. Or win by a knockout in any round!

CHECK YOUR EQUIPMENT

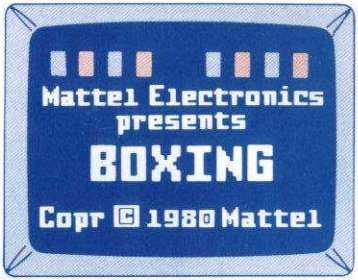


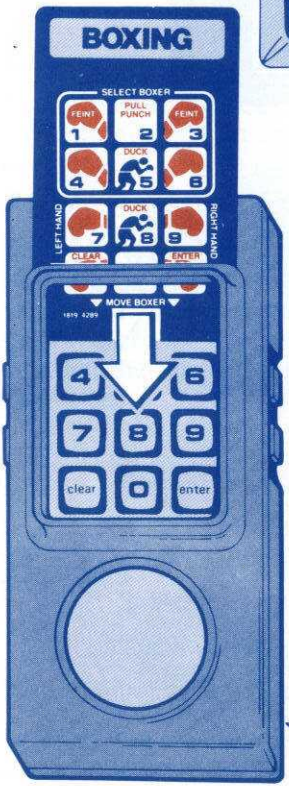
MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- BOXING CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON:

Title will appear on TV screen.





HAND-HELD CONTROLLER

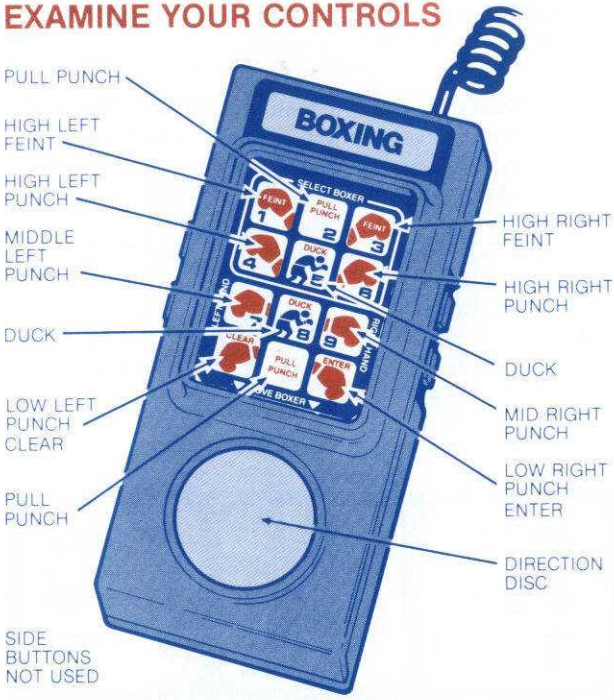
ADD OVERLAYS

Find two BOXING keypad overlays in the cartridge package with this booklet.

Remove Hand-Held Controller from the console.

Insert an overlay into each Hand Controller. Make sure overlays fit tight and are all the way in. The overlays will be your visual guides in the Boxing Match.

EXAMINE YOUR CONTROLS



Press KEYPAD to throw punches, pull punches, feint, duck and set up combinations.

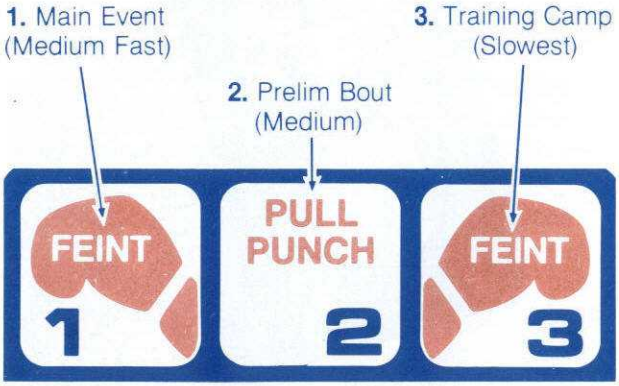
Press DIRECTION DISC to move boxers — in & back, across the ring.

IMPORTANT: Use ONE control at a time. Pressing two keys together, or a key and the Disc may cause the TV screen to go BLANK. Should that happen, press any key. Picture returns, fight continues.

4 FIGHTING SPEEDS TO CHOOSE FROM!

INTELLIVISION™ Boxing matches can be fought at FOUR different speeds. Unless you select a slower speed, bout will be fought automatically at CHAMPIONSHIP SPEED, fastest speed of all.

To select one of THREE Slower speeds, press 1, 2, or 3 on the Hand Controller overlay.



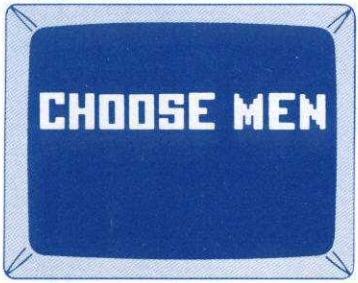
FASTEST, Championship speed means *everything* goes faster! Punching, feints, combinations. At Championship speed, all your actions *and counter-actions* will have to be very fast.

SLOWEST, Training Camp speed is the way to begin. Slower speed allows you to experiment, polish your timing, learn about combinations and counter punching.

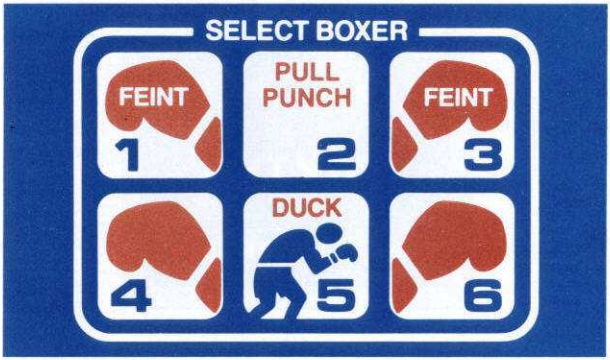
THE BOXING MATCH IN A NUTSHELL!

1. EITHER player presses DIRECTION DISC on his Hand-Held Controller. Game TITLE will appear!

2. SELECT SPEED. For one of three SLOWER speeds, press 1, 2 or 3 on Hand Controller overlay. Press DISC a second time means bout will automatically be fought at Championship Speed — FASTEST speed of all! (See page 4.)



3. BOTH players pick a DIFFERENT fighter. Fighters have different characteristics — power, endurance, etc. (See page 8.)

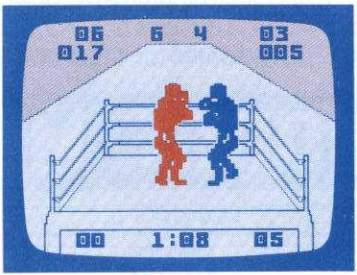


FLIP COIN for who picks FIRST. EACH player presses KEYPAD NUMBER on controller. (1-6 on keypad.)

And presses ENTER.

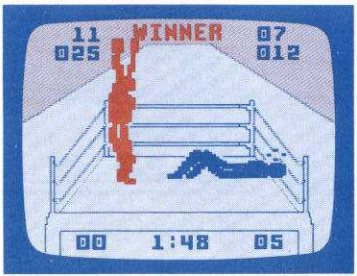
When **both** players have selected and pressed ENTER, the TV screen will switch to the ring.

4. EITHER player presses Disc and the BOUT IS ON! Buzzer Sounds! Use hand-controller *keypad* to throw punches, duck, etc. (See page 3.) Use *Disc* to move fighters around ring — in and out.



5. At END of each round, Fighters break off, return automatically to their corners. BOTH players must press DISC to begin NEXT ROUND.

Unless there is a KNOCKOUT, bout goes the distance, 15 ROUNDS. Fight will be decided by POINTS. Computer is the Referee. (Page 10.) KO the other fighter & "WINNER" sign flashes. "Crowd" cheers. Fight's OVER!



Press console RESET button to start NEXT BOUT. (Repeat steps 1, 2, etc.)

PICKING THE FIGHTERS

You and your opponent both select from the same "stable" of SIX fighters. Each has different characteristics — speed, offensive power, endurance, etc. At the start of each bout, both players pick a DIFFERENT fighter for that bout.

CHOOSE MEN

Color	Press Keypad No.	Characteristics
BLUE	1 FEINT	STRONG DEFENSE
RED	2 PULL PUNCH	OFFENSIVE POWER
TAN	3 FEINT	EXCEPTIONAL ENDURANCE
DARK GREEN	4	A BALANCED FIGHTER
LIGHT GREEN	5 DUCK	A BALANCED FIGHTER
YELLOW	6	UNPREDICTABLE

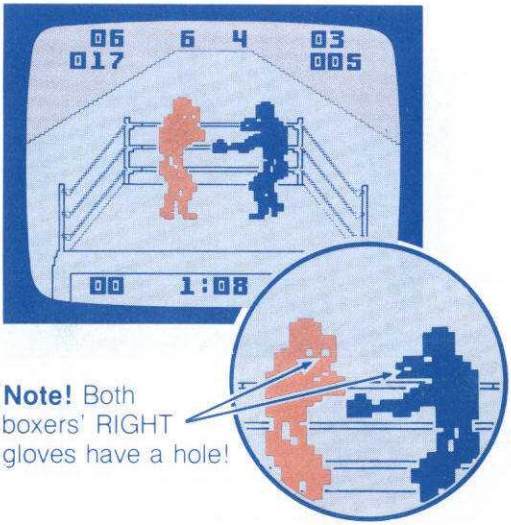
Players may NOT pick same fighter.

To pick your fighter, press KEYPAD NUMBER (1-6) and press ENTER.

Go with Fighter Number 1 and you're counting on DEFENSE. Fighter Number 2 will deliver the best OFFENSIVE power. Fighters 4 and 5 give you a BALANCE of offensive and defensive strengths. Fighter 3 offers you exceptional ENDURANCE.

Fighter Number 6 is unpredictable. He could be a hero or a bum! Every bout, he will be given a random mix of characteristics.

FLIP a coin to decide who picks first. If you win the toss and picked first, but don't like your opponent's choice, cross him up! Change your own choice of fighter, *before* he can press ENTER!

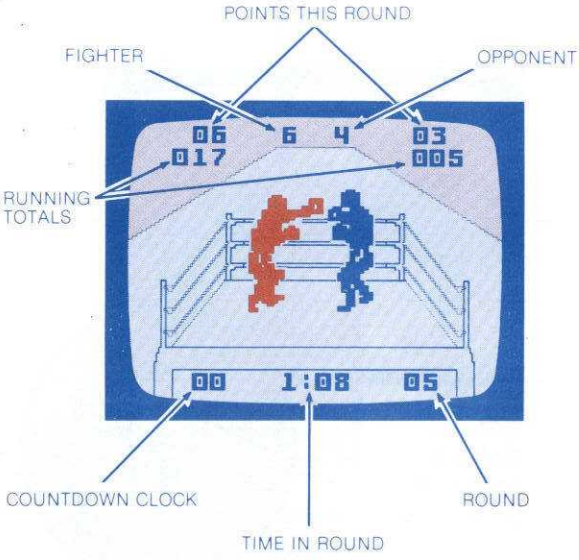


Note! Both boxers' RIGHT gloves have a hole!

COMPUTER IS THE REFEREE!

"Counting for the knockdowns" is automatic. The Computer will decide when or if a fighter gets up off the canvas. Rounds & time remaining in the round are displayed at the bottom of your screen.

ONE point is awarded for each punch that *lands*, knockdowns included. Points won in each round and running totals are displayed at the top of your screen for each fighter. (Fighters identified by color — blue for Fighter #1, etc.)



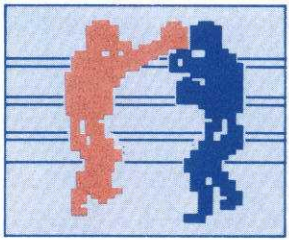
15 ROUNDS TO A DECISION! WINNER BY A KNOCKOUT — ANY ROUND!

INTELLIVISION™ Boxing is timed like a championship bout in the pros. Unless there is a KNOCKOUT, the fight will go the distance — 15 ROUNDS. Each round lasts ONE MINUTE AND THIRTY SECONDS. (All times are simulated.)

1:30

At the end of each round, TIME CLOCK will return to start: ONE MINUTE AND THIRTY SECONDS (simulated) for the next round.

PUNCHES THAT LAND WIN POINTS!



Computer will award ONE POINT for each PUNCH that HITS and opposing fighter. ANY PUNCH, ONE POINT — high to the head low to the body, any punch. Computer keeps point totals for each round and running totals as the fight progresses.

09
063

10
064

No bonus points for knockdowns!

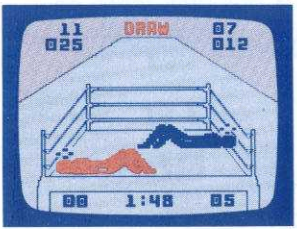
AND...HE'S DOWN!

Computer will decide if, or when a fighter will get up again...at the count of 3, 9, etc. (No mandatory counts.) Down fighter will not be flattened (as in a knockout). Knockdown clock starts, opponent moves back. After a knockdown, BUZZER sounds, fight resumes.

WINNER BY A KNOCKOUT!

"Crowd" roars! Arms up! "Winner" sign flashes. This fight is history! Loser can be knocked out all at once or *counted* out by the computer referee. ("8-9-10!" He's out!)

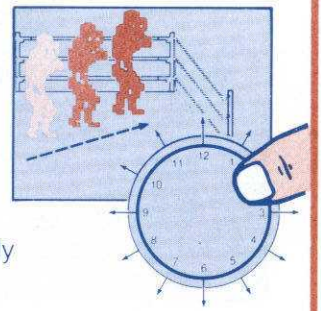
DOUBLE KNOCKOUT! IT'S A DRAW!



It IS possible for both fighters to flatten each other. Possible and very rare! In this case, it's a DRAW!

BE RING WISE!...KEEP HIM MOVING!

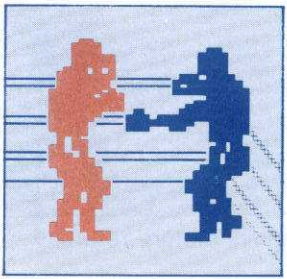
Use the *edge* of your controller Disc to move your boxer to advantage. Get the feel of it with practice. The control is precise. Think of the Disc as a clock.
E.g. pressing at about two o'clock will move your fighter to the *right* and slightly upward on your screen.



KEEP AN EYE ON THE OTHER GUY!

What are you up against? Endurance? Defense? Offensive Power? Scout the opposition. You'll know his strengths from the pick before the fight starts. (See page 8.) Watch how the computer keeps him dancing and his hands bobbing up and down, when no punches are being thrown. When his hands drop, now's the time to get in a solid punch to his head!

KEEP HIM OFF THE ROPES!

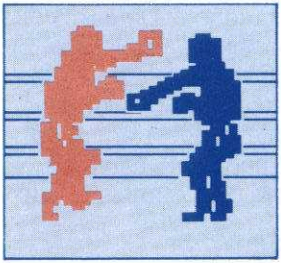


With INTELLIVISION™ Boxing, a fighter on the ropes is a fighter in trouble. Fight his way off! Force an opening, use the Disc to get him away.

THE FINER POINTS OF PUNCHING

Right hand is easy to spot, even in a flurry of punches! Right glove has the hole. With both fighters, the right is *always* the upper hand. The left is always the lower hand, guarding the stomach. The right guards his head. Throwing a right means your fighter is vulnerable to *high* punches. (These are the knockout punches!)

COMBINATION PUNCHES PAY OFF!



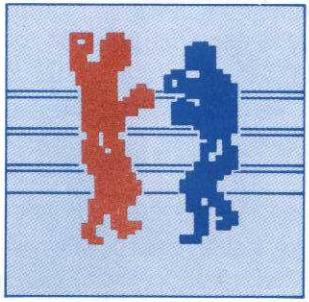
Bursts of punches, one after another are more likely to get through the defense. Set up an opening! Combination punching is also a good way to keep crowding in, force him on the ropes!

Practice a little, before the bout. Press key 4 and throw a High Left. Follow up at once with a Right to the Mid Section. Press key 9 . (If screen goes blank, it means you pressed keys at the same time! Press any key again, picture returns, bout continues.)

PULLING A PUNCH

You can check any combination of punches by pressing either 2 or 0 before the second punch is thrown. Pulling your punch, (not completing the combination) is a good way to cross up your opponent. Or avoid a counter-punch you see coming off your intended 1-2 punch strategy. It calls for quickness — thinking & acting!

USE FEINT KEYS TO SET UP COUNTERPUNCH!



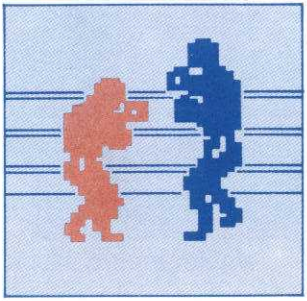
Keys number 1 and 3 are Feint keys. Feint right or left to fake out the other fighter. A timely feint, causing the opponent's punch to miss, is an excellent setup for a solid counter blow!

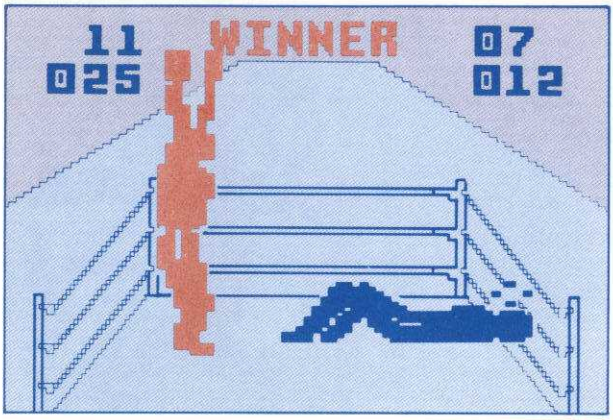
YOUR KEYPAD IS FOR PUNCHING, FEINTS & DUCKING!

REMEMBER: Use ONE key at a time. Pressing two keys or one key and the Disc together may cause the screen to go blank. To resume bout, press any key or the Disc *again*.

DON'T FORGET TO DUCK!

Use the center keys (#5 or #8) on your keypad. Duck the other guy's punch and follow up at once with a counter-punch!





GOING THE DISTANCE!

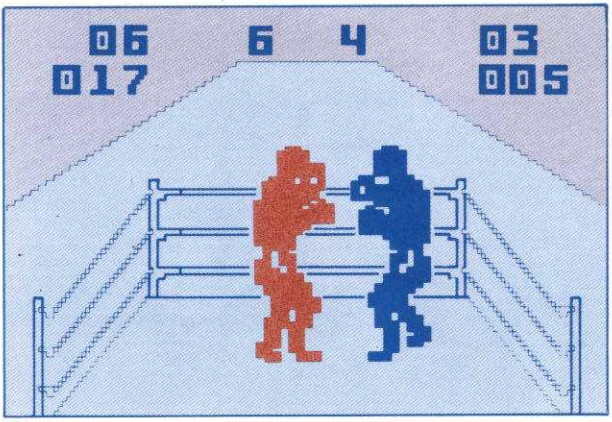
Every time your boxer gets hit it hurts. Every punch a fighter takes drains energy, slows him down.

No energy penalty for misses or practice punches... but *blocking* punches costs energy. Throwing punches, feinting or ducking costs a little more.

If your fighter gets low on energy, he's *vulnerable*— more so in the later rounds.

Both fighters are RIGHT handed.

Boxer's RIGHT is strongest. (Right has the hole.) *Upper* punches (right or left) are the knockout punches. (Key #4 or #6.) *Middle* punches (Key #7 or #9) are faster but do less damage.



PACE YOUR FIGHTER!

Recovery is possible, even after a lot of solid punches have landed. Even after several knock-downs! Both fighters get a healthy "rest" between rounds. At least some recovery is automatic.

Still, if your boxer is very "tired" & slowing badly, it might be smart to back him off a little. Block some punches. Don't get forced onto the ropes!

SIMULATED FIGHT SOUNDS

"CROWD" NOISE GROWS LOUDER WITH THE ACTION!
SOUND of punches landing!
BUZZER SOUNDS to begin and end each round after a knockdown.
"CROWD" CHEERS for a KNOCKOUT!

TIPS ON HOW TO WIN!

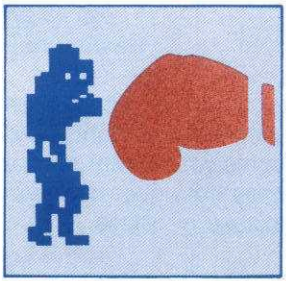
• STRATEGY should be a mix of Offense and Defense, plus common sense. It takes skill to win, not merely throwing punches.

• KNOW THE OPPOSITION! Think and *then* fight. Feel out the other fighter! Decide whether to go for the knockout or pile up points and win by Decision. (Computer is the referee.) Pace your fighter.

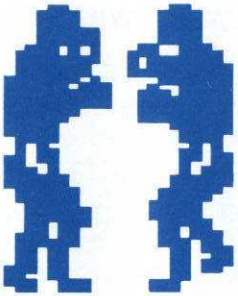
• KNOW YOUR FIGHTER. Keep track of how much punishment he's taking. If it's too much use the Disc. Back him away. Try blocking more punches. Use strategy, think ahead. Use *his strengths* — Power, Defense, etc.

• COUNTER-PUNCH! Develop your reactions. Watch for openings and exploit them. Get your boxer off the ropes and turn the tables! Build combinations of ducks or feints.

• REMEMBER: When you move in close, Computer will automatically hold you in there throwing punches. This means you can work the keys to punch, feint or duck with out worrying about the Direction Disc. (If either fighter uses the Disc, this is *no longer true*.)



Don't forget to duck!



90 DAY LIMITED WARRANTY

Mattel Electrónics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Consumer Adjustment Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289_____sets	SKIING	1817-4289_____sets
SOCCER	1683-4289_____sets	TENNIS	1814-4289_____sets
LAS VEGAS ROULETTE	1118-4289_____sets	GOLF	1816-4289_____sets
ELECTRIC CO. MATH FUN	2613-4289_____sets	BASKETBALL	2615-4289_____sets
ELECTRIC CO. WORD FUN	1122-4289_____sets	HOCKEY	1114-4289_____sets
FOOTBALL	2610-4289_____sets	BACKGAMMON	1119-4289_____sets
HORSE RACING	1123-4289_____sets	LAS VEGAS POKER & BLACKJACK	2611-4289_____sets
CHECKERS	1120-4289_____sets	ARMOR BATTLE	1121-4289_____sets
AUTO RACING	1113-4289_____sets	BASEBALL	2614-4289_____sets
SEA BATTLE	1818-4289_____sets	SPACE BATTLE	2612-4289_____sets
		BOXING	1819-4289_____sets

Amount enclosed_____ Total sets ordered_____

Your name_____

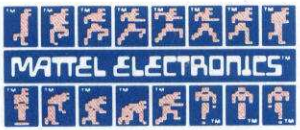
Address_____

City_____ State_____ Zip Code_____

MATTEL ELECTRONICS®

INTELLIVISION™

Intelligent Television



Other electronic games
available from Mattel Electronics.
Look for them!